WILD ARMS® 3

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Wild Arms® 3 Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge

Within Canada: 1-900-451-5757
$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.
This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

www.playstation.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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STORYLINE

During desolate times on the "Sea of Sand", Drifters venture across the vast lands of Filgaia searching for fortune and adventure. Amidst the deserts lie cities erected from eroded rock and scavenged wood. Towns that a few call home provide rest and solitude for the many travelers of the barren wasteland.

Tales of mystic relics that harness unmatched powers spread across the land. While some view the items as treasure, others have deciphered a secret bringing unlimited power.

Meanwhile, one object of mythical stature attracts four Drifters to a common place. These four strangers discover the strength in working as a team. Shortly thereafter they learn of an ancient prophecy determining the future of their eroded homeland. Setting aside their differences, they roam the lands and unlock the knowledge and mystical forces making their adventure their destiny.

CHARACTERS

VIRGINIA MAXWELL

THE DUAL PISTOL DREAMER

Virginia has always dreamed of living the life of a Drifter. As a kid, she was in love with the idea of roaming the open plains and experiencing action and danger every step of the way. As her passion to be a Drifter grew, she decided to leave her comfortable life to live out her dream.

Personal data:

Age: *18*
Height: *5' 4"*
Weight: *108lbs*
Weapons: *Rapier Ez*
Bantorain 93R

GALLOWS CARADINE

THE MAN WHO MAKES FREEDOM HIS POLICY

A youth from the Baskar tribe, who are devotees of the Guardian. Gallows carries the bloodline of the priesthood, but he escaped his destiny by running away from his village. His personality is cheerful and optimistic.

Personal data:

Age: *24*
Height: *6' 3"*
Weight: *220lbs*
Weapons: *Modified Coyote*
M17F

THE REBELLIOUS TREASURE-HUNTER

Nothing pleases Jet more than priceless treasures. He is a lone wolf drifter not use to accepting help or the company of others. He is cold-blooded and has the potential to do anything to get his way.

Personal data:

Age: ???
Height: 5' 4"
Weight: 126*lbs*
Weapons: *Airget-lamh B/V2*

JET ENDURO

THE PROUD SNIPER

Clive is a bounty hunter that helps preserve the peace by offering his services to fighting monsters and criminals. With a cool head and realistic decision-making skills, Clive makes sure the team is always careful.

Personal data:

Age: *30*
Height: *5'8"*
Weight: *152lbs*
Weapons: *Gungnir*
HAG35

CLIVE WINSLETT

Janus Cascade

A Drifter with amazing abilities, who is known throughout the wasteland. He masterfully utilizes the "Bayonet", a difficult to handle weapon that is rarely used. He is fearless, smooth tongued and over-confident, but has the abilities and skills to back them up.

PROPHETS

Melody Vilente

A woman with extraordinary intelligence and beauty but has a relentless personality. She envisions a more beautiful and complete land, labeling the wasteland of Filgaia an "incomplete world".

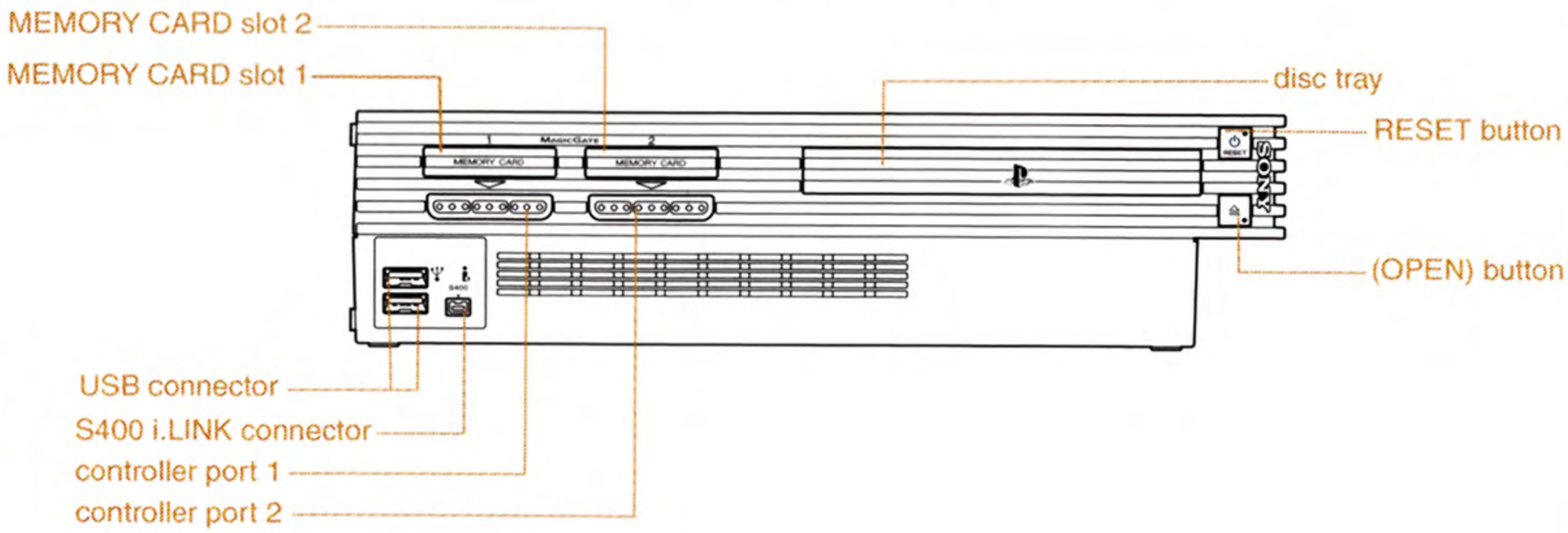
Malik Bendict

A youth known for his mysterious features, untrustworthy speech and unpredictable actions. He can be heartless, acting with inhumane and brutal nonchalance.

Leehalt Alceste

Leehalt leads the Prophets. He is well versed in lost technology, and he is a master at peculiar etymology that can boot up devices based on ancient technologies. He is a masterful strategist who plans events behind the scenes and does not appear in the front lines of battles.

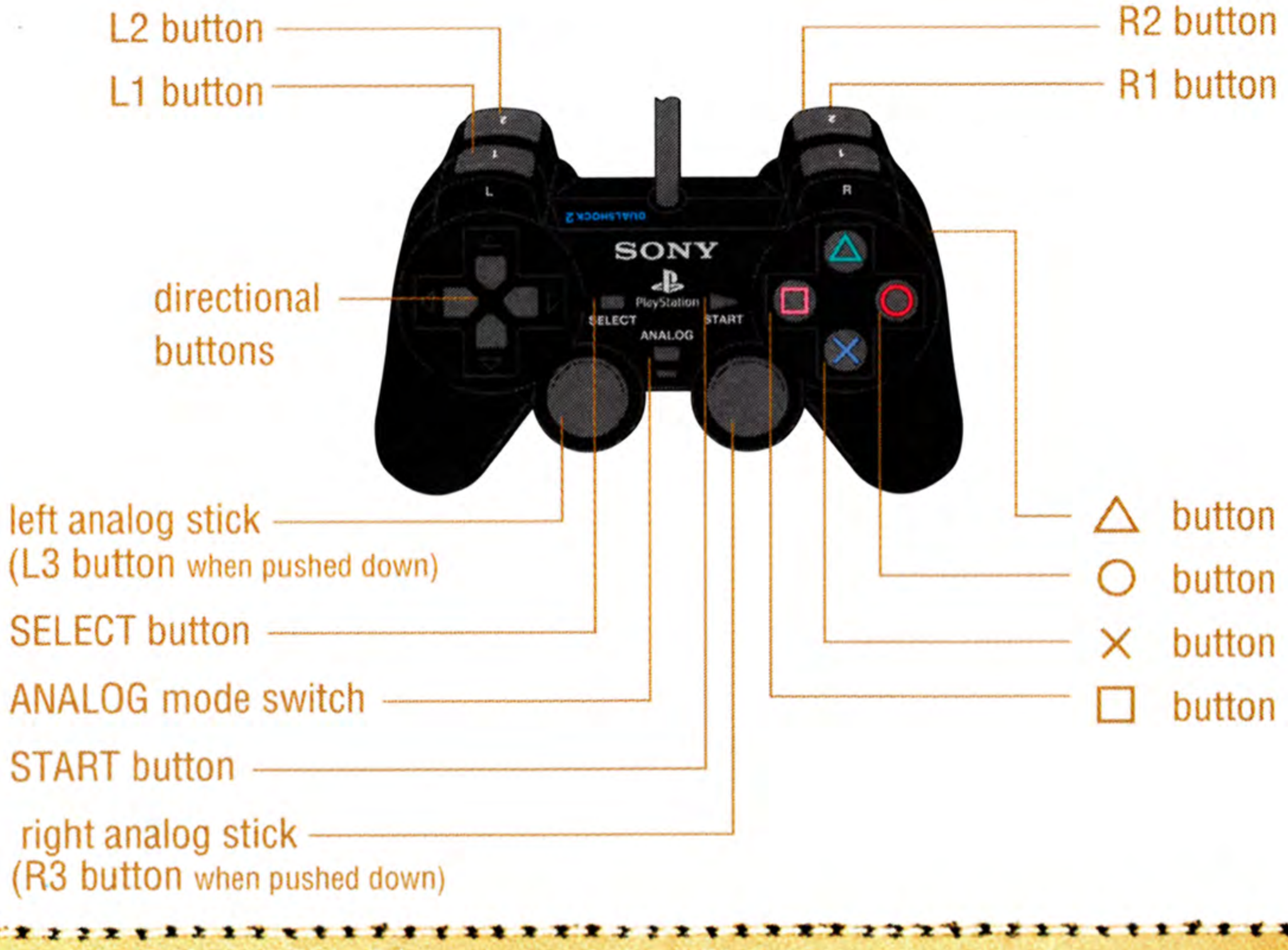
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the WILD ARMS 3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick / directional buttons — Moves character / Character actions (p.16)
Navigates menu selection

Right analog stick — Not used

L1 / **R1** — Rotates map
Changes characters on the status screen (p.24)

L2 button — Changes character on the field screen (p.15)

R2 button — Character actions (p.16)

START button — Display character tools

SELECT button — Display World Map (p.13)

× button — Character actions (p.16)
Accept menu selection (p.18)

○ button — Cancel commands (p.30)
Cancel Encounter Gauge (p.28)
Close menu screen

△ button — Display Main Menu (p.18)
Display help messages

□ button — Use character tools (p.15)
Activate **ASK** System (p.14)

EMBARKING ON YOUR ADVENTURE

STARTING A NEW GAME

When you select **"Start"** at the title screen, you will see a loading screen, select **"New Game".**

At the "Start a new game?" prompt, select **"Yes".**

The opening movie will play and the game will start.

Note: If a memory card (8MB) (PlayStation 2) with no Wild Arms 3 save data is inserted when you enter the loading screen, press the ◉ button to exit the loading game section of the screen.

MULTI OPENING

After starting the game, the following screen with character selections will be displayed.

The player may choose one of the four characters. Once each of the four prologues are complete, the journey as a team will begin.

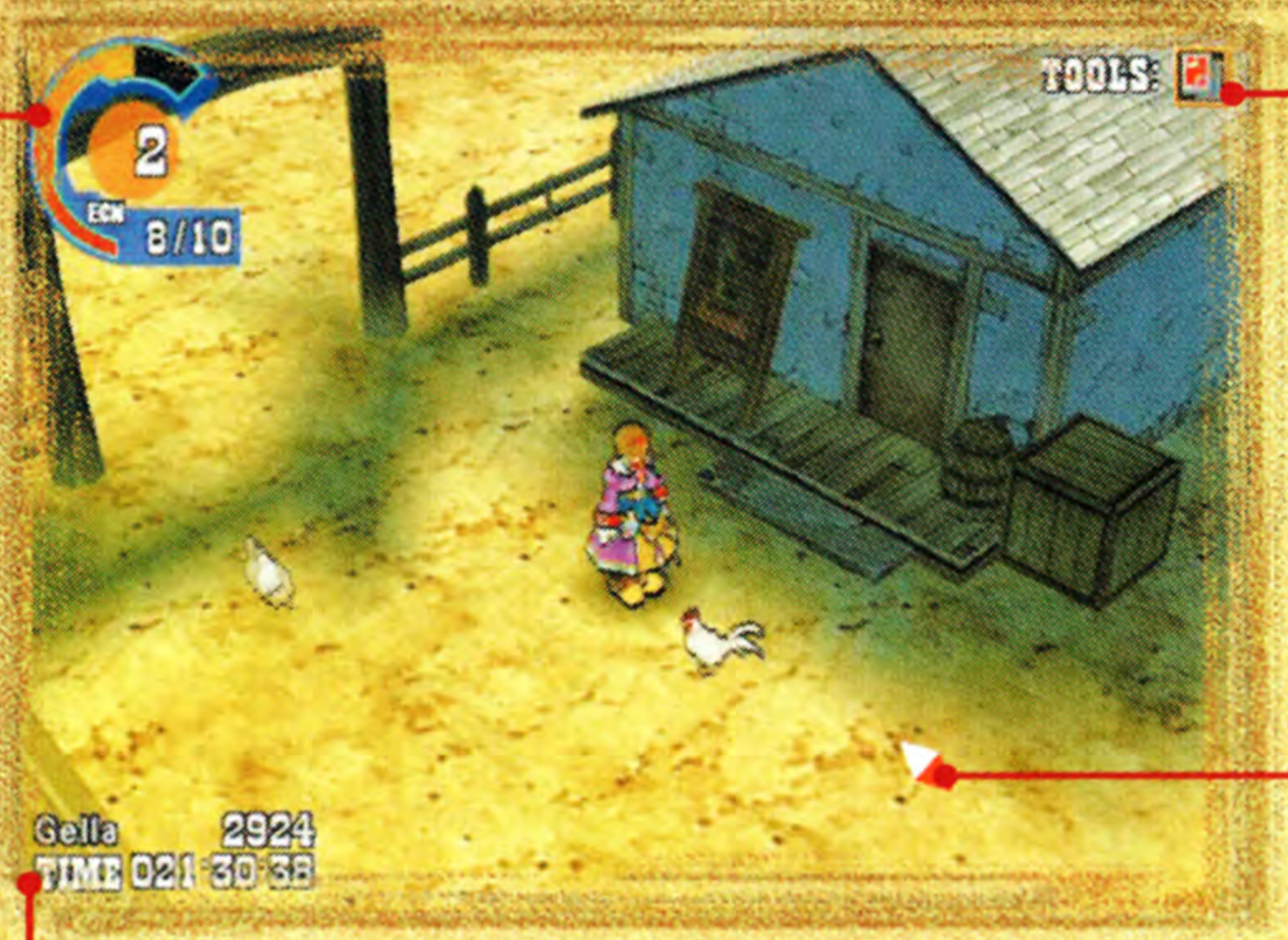
HOW TO CONTINUE GAMEPLAY

Insert a memory card (8MB) (for PlayStation 2) with game data in memory card slot 1 or 2. Access the Load Screen. Select the desired data to continue playing. The game will start from where the data was last saved.

To save data, you will need at least 35kb of free space.

See p.27 to save game data.

INFIELD SCREEN



Encounter gauge. See p.28 for more information.

Tools that are selected (p.15), will only be displayed in the infield.

Compass: Indicates "North" direction

Acquired Gella (money) and current play time.

FIELD VIEW

The field view can be freely rotated by using the L1 or R1 buttons. This is useful in discovering hidden switches and traps, but it may be easy to lose your sense of direction. Use the compass as a guide. Also pressing both the L1 & R1 buttons simultaneously will reset the screen to face north.

HOW TO SEE THE OVERVIEW MAP

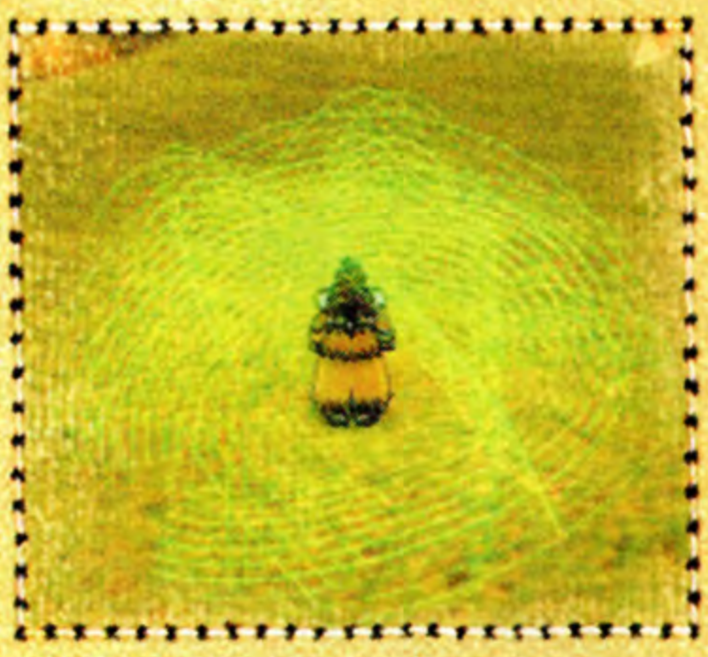
Once you have the World Screen item, you will be able to display the Overview Map. When adventuring the frontier, push the SELECT button to display the map. Pressing the SELECT button cycles the map view in the following order: [surrounding area ➡ overview ➡ regional].

WORLD MAP

On the World Map, you are only able to move on foot. As the game progresses you'll have access to vehicles and transports.

Horses - If you use the Call Whistle item you can call on horses for faster travel. They are also useful in traversing over large crevasses in the land.

High-Speed Sandraft -This vehicle is necessary for crossing the 'sea of sand' to reach unexplored areas.



SEARCH SYSTEM

Activate the Search System by pressing the ▢ button whenever you're on the World Map. Using the Search System will help you find lost cities, dungeons, useful items or Gella. You will also receive hints to locations of towns and dungeons by talking to various people.

ENTERING TOWNS & DUNGEONS

Towns and dungeons on the World Map are represented by structure symbols. To enter a town or dungeon, move your character next to the symbol and press the ⊗ button to enter.

EXPLORING TOWNS AND DUNGEONS

TOWNS

In towns, you can talk with people to obtain information or to use various facilities (p.36). When next to a character, press the ✕ button to start a conversation. Sometimes the conversation will vary depending on which character initiates the conversation.

ASK SYSTEM

When a word or phrase in green words appears during a conversation, you may obtain further detailed information by using the Approach to Selected Keyword (**ASK**) system. Press the ■ button to activate the **ASK** system. **"ASK"** will appear at the bottom of the message window. Now, the conversation will shift to the new **ASK** subject.

DUNGEONS

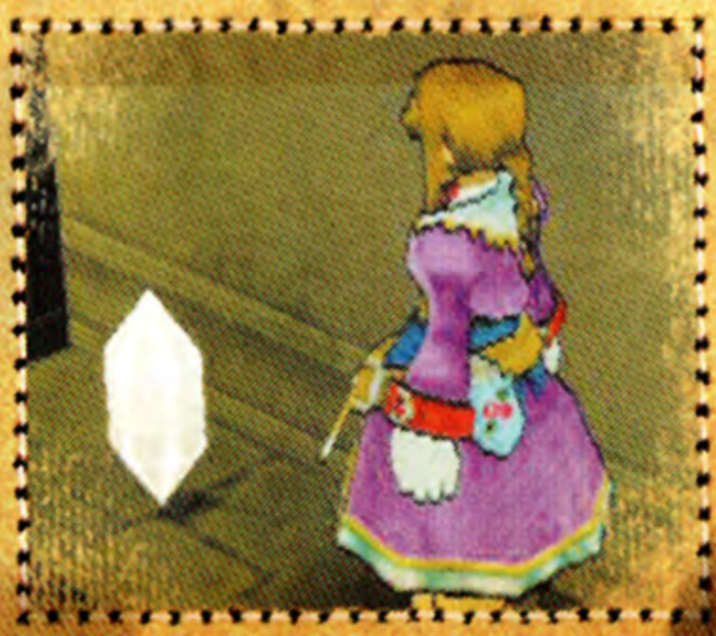
In dungeons, monsters, traps and multiple puzzles will hinder your exploration. Take appropriate actions or use tools to get past the traps and solve the mysterious puzzles. If a monster encounter occurs, your team will engage in battle mode.
See p.28 for more info.

THE USE OF TOOLS

Press the ■ button to use character abilities. Press the START button to select the tool you wish to use or change characters by pressing the L2 button. You may also change the tools for a particular character by pressing the R2 and L2 buttons.
The effectiveness of the items varies.

ABOUT GEMS

A fragment of life exists in Gems, located in the dungeons. Gems help fill up various gauges. Orange colored gems recover the VIT gauge (p.24) and white colored gems will recover the Encounter gauge (p.28).



EXPLORING TOWNS AND DUNGEONS
-CHARACTER ACTIONS-

Characters may take various actions in the infield. A new path may open, so try different actions.

DASH

Characters will dash by continuously pressing the ⊗ button.

JUMP OFF

If you are about to fall, you may jump down by pressing the ⊗ button. If you are dashing, you will immediately fall down.

PICK UP AND THROW AN OBJECT

Some objects can be thrown, such as wooden crates. Press the ⊗ button to pick up an item, then press the ⊗ button again to throw it.

PUSH AN OBJECT / PULL AN OBJECT

Heavier objects can be pushed or pulled. Press the ⊗ button to grab the object, then use the directional button or left stick to move it.

Turning

You may need to turn certain handles to get past locked doors or blocked passageways. To turn, press the ⊗ button and rotate the left stick either clockwise or counter-clockwise. The effects may vary depending on the direction you turn it.

Notice

Sometimes key items won't be obvious. To notice something, hold the R2 botton and press the ⊗ button to notice things in the direction that you're facing.

Hang down

You'll be able to hang from certain obstacles. Press the ⊗ button underneath these objects to hang from them. While hanging you can move freely by using the directional buttons or left stick. You can also climb to the top of these objects by hanging off the edge of the object and pressing the ⊗ button.

Search

You may study an object by pressing the ⊗ button. In order to deactivate traps, you may need to study certain objects.

MENUS

Open the Menu Screen by pressing the △ button.

BASIC MENU SCREEN

Command icons that may be used on the menu screen.
Select an icon and press the △ button for a help message/description.

Summary of character's status. *See p.24 for how to read status.*

MENUS -ITEMS-

Once you receive various items, you'll be able to use or organize them.

ITEMS

Items are very useful in keeping your party healthy, unlocking doors and increasing character skills.

Available commands.

Items and quantity that you possess. Items that cannot be used will be listed with gray text.

USE ITEM

When you want to use a certain item for a character, choose the item and select which character you wish to use the item for.

MOVE

Exchange the order of items. Select items and select the location of the order of items.

SORT

You may arrange items by category. You can choose to prioritize your items by the following categories: Consumables, Gear or Event items.

MENUS -MEDIUMS-

You may select assignment of Guardians and their magical powers.

WHAT IS A "MEDIUM"?

In Filgaia, it is believed that Guardians dwell in all living things.
Mediums contain the embodiment of the Guardians.
You may utilize the capabilities of Guardians by
equipping a character with "**Mediums**".

Advantages of equipping Mediums

- *Strengthen various statuses*
- *During battle, you may use Summon in Force Ability (p.32)*
- *During battle, you may use Arcana (p.32)*
- *You may add personal skills to characters*
- *If the Force Points Gauge becomes MAX, you become CONDITION GREEN, and you will be able to recover all status abnormalities.*

INVOKE

Equip various Mediums. Characters may use **Arcana** or **Personal Skills** with each Medium. The maximum number of Mediums that can be invoked to each character is three. To select a Medium, first select the character, then select a slot. Finally select a Medium.

PERSONAL SKILL

You may equip your character with skills from the equipped Medium using **Personal Skill Points (PS points).** The higher the Personal Skill level, the greater the skill's effect. The maximum number of PS points increases as the character's level increases. To allocate PS points, select Manual then the desired skill. PS points will be consumed with each activation.

EQUIP

You may add other Personal Skills to Mediums by using **Gear** items. The maximum number of additions to Personal Skills per Medium is five. Gears may also be deleted but be aware that any deleted gear will be lost. Once **Equip** is selected, choose the Medium you wish to add, select a Gear Slot then assign a **Gear** item.

MENUS -BATTLE CONFIGURATIONS-

You can customize different settings for your encounters on the wasteland.

AUTO BATTLE

If you select "**Auto Battle On**", characters will automatically fight during enemy encounters. Each character can be customized to battle in either an All-out Attack or a Balanced Attack.

Note: During any auto battle encounter, you may press the ◉ button to access commands at the beginning of the next turn.

MANUAL

Player may choose character commands prior to each turn.

ALL-OUT ATTACK

Characters will only "Shoot" (p.31) during each turn.

BALANCED ATTACK

Character will use abilities such as "Arcana" (p.31) and consider each individual's strengths and weaknesses.

FORMATION

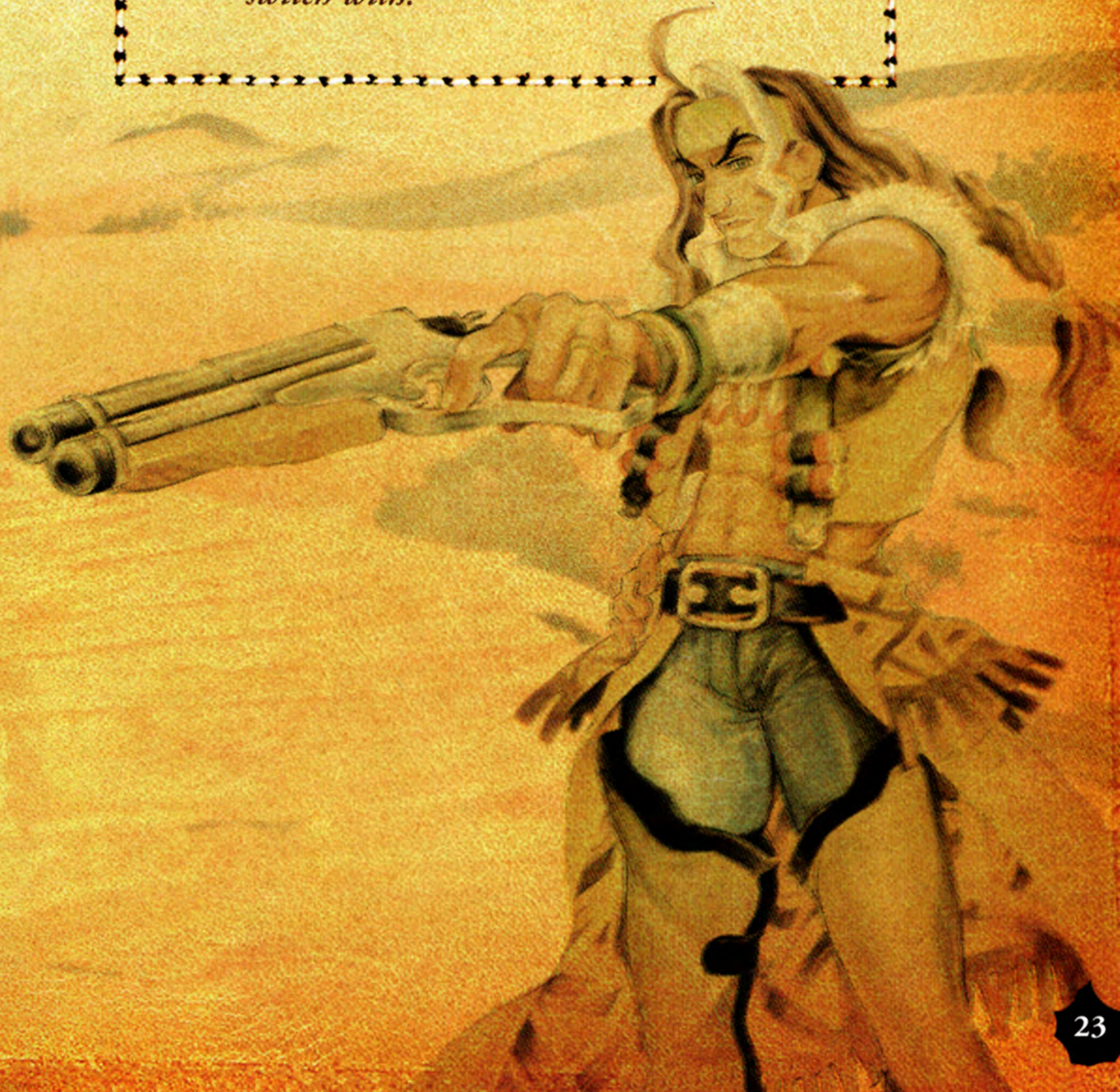
The character sequence of inputting character battle commands is determined by the position of each character in the formation. The character positioned to the top left goes first, followed by top right, bottom left and bottom right.

CHARACTER TURNS

During battle, the character with the most RFX points executes his/her commands first. The character with the next highest RFX points will follow until the last character has acted.

SWITCHING THE LINEUP

To change the formation of characters, select the character you wish to change then select the character you wish to switch with.



MENUS -CHARACTER STATUS-

Verify the condition of each character.

STATUS

It is very important to keep track of the status of each character.
This information is key in understanding each character's health and abilities.

Character's overall status.

Name of the character and its status is displayed. You may change characters by pressing the L1 / R1 *button.*

The Medium invoked and the items you have on hand.

Various Character Status is displayed in this area. Use the directional buttons or left analog stick to cycle through the different pages (See p.25).

LV	Current Level.
HP	Character's Hit Points (HP). *The numbers indicate current HP / maximum HP. When the current HP becomes 0 during battle, the character will fall and will not be able to continue battle.*
FP	Character's Force Points (FP). *See p.32.*
VIT	A Vitality Meter. *This indicates the character's vitality. The numbers indicate current VIT / maximum VIT. After each battle, VIT points will be used to help increase the characters HP to maximum.*
MTC	Material counts. *May use "Summon" (p.32) during battle according to how many material counts you possess. The number on the right indicates the maximum and the numbers on the left indicates your current level. You will recover if you lodge.*
EXP	Experience Points. *As you accumulate experience points, your character's level will increase.*
NXT	*The number of Experience Points needed to advance to the next level.*
ARM	*The name of the ARM that you are currently using.*

PARAMETER PAGE

ATT Attack Power - *Determines damage of attacks.*

DEF Defense Rating -
Measures the defense of each character.

MAG Sorcery / Magic strength -
Ability in dealing damage through magic.

MGR Magic Resistance -
Reduces damage from magic attacks.

RFX Reflex - *Helps to determine quickness in battle.*

AIM Aim - *Increases the hit percentage of an attack.*

EVA Evasion - *The characters ability to block or dodge.*

LCK Luck - *Determines frequency of Critical Hits and Preemptive Strikes.*

PERSONAL SKILL PAGE

List of character's Personal Skills (p.21)

ARCANA

List of character's Arcana (p.33)

ARM SPECS

Lists character ARM statistics and performance.
ARM capabilities may be modified.
See p.37 for details.

OPTIONS

Customize your game to include your favorite settings with the following:

LOADING
Load game data.
(see p. 27)

SOUND
Select sound output. You may choose between Mono and Stereo.

BATTLE SPEED
Select the battle speed development.

BATTLE COMMAND
Change the battle command input system.
Neutral: re-centers the highlighted command when the directional button or left analog stick is released.
Fixed: the highlighted command does not automatically re-center.

CONTROLLER
Re-assign your controller buttons. Select Customize to re-configure your button settings. Choose Save and Quit to save the new arrangements.

COMPASS
Toggle the Map Compass On or Off.

CURSOR LOCATION
Select initial cursor location. Selecting Memory automatically highlights the battle commands used during the last turn.

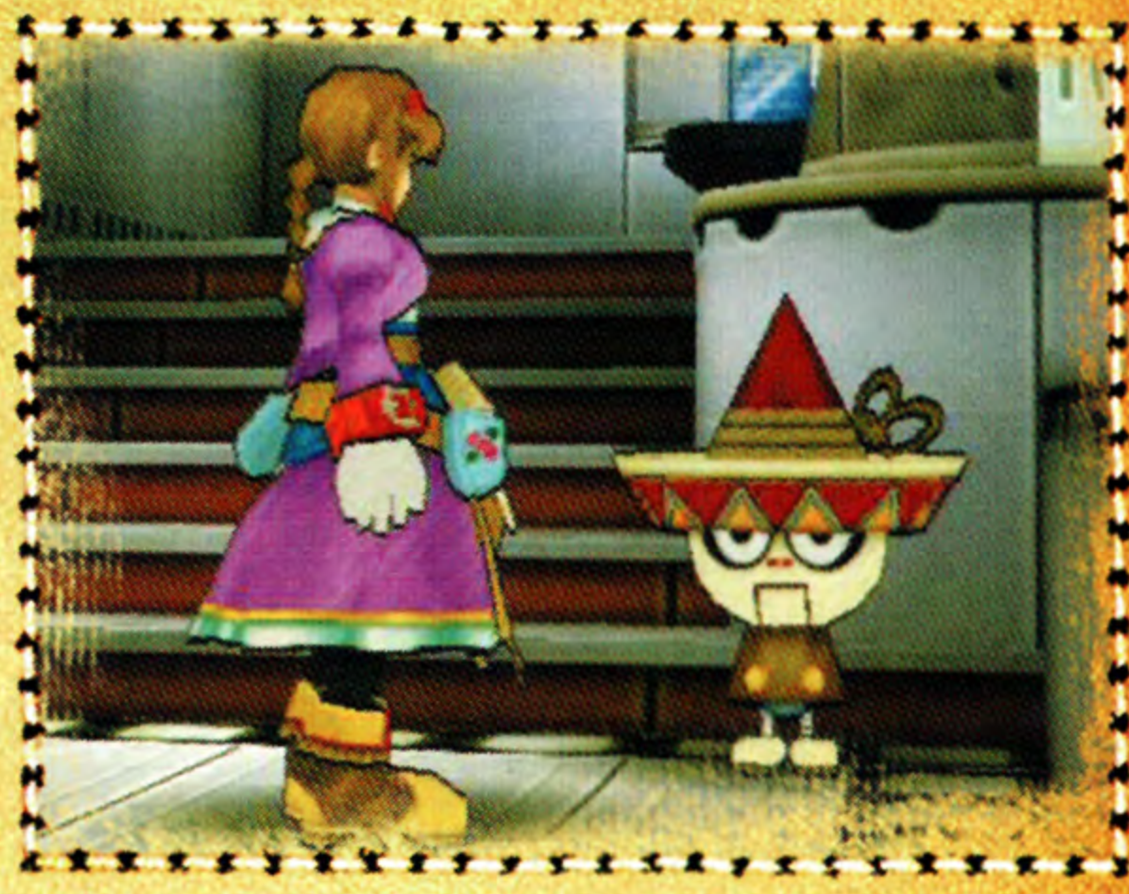
SCREEN LOCATION
Adjust the monitor settings. Choose Customize to adjust the screen attributes.

SCREEN SAVER
Activate the in-game screen saver. After selecting On, set an amount of time in which the screen saver will activate when the game is idle. You can resume normal gameplay by pressing any controller button.

-LOADING & SAVING-

MEMORY FIGURE

In towns, you may save the game by talking to the Memory Figure.



GIMEL COINS

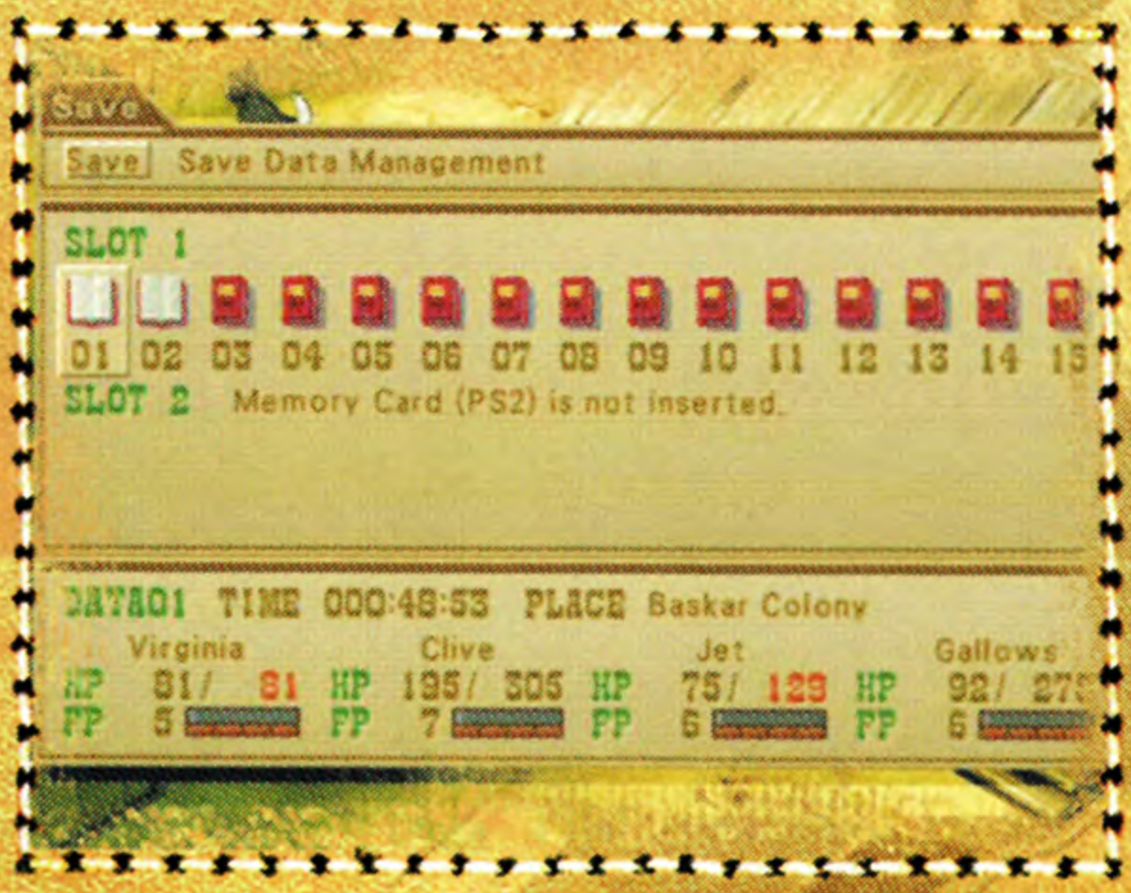
You can also save by using a Gimel Coin. Gimel Coins can be used in dungeons so it is very valuable in difficult dungeons. You may also use a Gimel Coin to continue (p.29) after the party is completely defeated.

HOW TO SAVE

Once you start talking to the Memory Figure or using a Gimel Coin, the Save Screen will be displayed. Select and choose where you would like the data to be saved. If you select a slot with previous data, you'll be asked if you would like to overwrite data.
Choose "yes" when you wish to overwrite the data. Your new data will be saved.
When you overwrite data, the previous data will be lost.

SAVE DATA MANAGEMENT

This selection allows you to copy or delete saved game data on your memory card.



BATTLE SYSTEM -BATTLE FLOW-

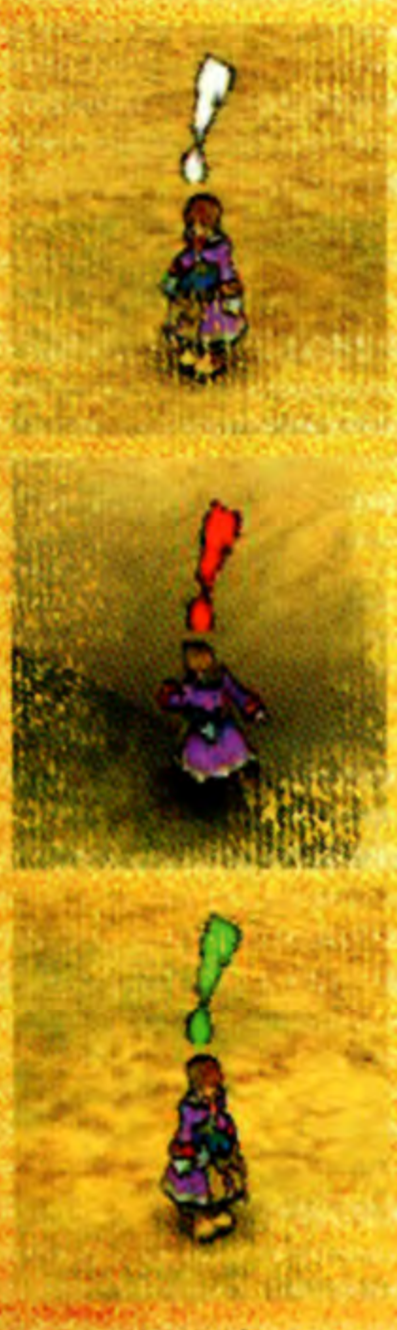
Engaging in battle encounters is important in developing your characters. Below is the typical battle flow for an encounter.

ENCOUNTER

While in the outfield or in dungeons, a "!" will appear over the character's head before encountering monsters. When the "!" appears you can select to either fight or avoid the encounter (see Avoiding Encounters below).

Encounter Gauge

The Encounter Gauge is displayed on the top left of the screen. There are three ways to refill your Encounter Gauge: resting in inns, collecting white gems or by engaging in battles.



Avoiding Encounters

You may avoid battle by pressing the ◉ button when the "!" is white or green. When you avoid the white "!", the Migrant Level of your party and the enemy will be compared and the difference will be reduced on the Encounter Gauge. When the Encounter Gauge becomes 0 or when you encounter a surprise attack, a red "!" will appear and you won't be able to avoid battle. If your team's Migrant Level is high, a green "!" will appear and you may avoid battle without lowering your encounter gauge.

COMMANDS

Select character's moves. Once you've assigned all the battle commands, the fighting will begin. (See p. 30)

DETERMINING VICTORY OR DEFEAT

Victory is determined when you have completely destroyed the opponent. Depending on the opponent, you will gain Experience Points or money. Defeat is determined when your whole party is not able to continue battle, or has become bronze statues (p.35).

ABOUT CONTINUING

If you are defeated in battle, you may continue by using a Gimel Coin.

BATTLE SYSTEM -COMMANDS-

Commands can be entered at the beginning of each encounter. There are two types of commands: *Encounter and Battle Commands. Pressing the △ button displays a help message for each command as well as each characters status (on the battle command menu).*

ENCOUNTER COMMANDS

GET READY

Select Get Ready to begin entering Battle Commands. If Auto-Battle is on (p. 22), selecting Get Ready will begin the battle.

FORMATION

Adjust the characters' positions and order of actions. (See p.23)

MEDIUM

Invoke Guardians or set Personal Skills. (See p.21)

AUTO BATTLE

Set Auto Battle settings. (See p.22)

SYSTEM

Customize the game settings. (See p.26)

BATTLE COMMANDS

SHOOT

Attack the opponent with a characters ARM. When your remaining number of bullets (see below) becomes 0, you will attack the opponent hand-to-hand.

GUARD

Place your characters in a defensive stance. This will reduce damage from enemy attacks. Guarding also reloads the bullets in your ARM.

Number of bullets for ARM

Each ARM has a set number of bullets that can be used. The number of bullets is displayed above the character's HP display window. You will automatically recover the bullets after battle.

If your remaining number of bullets becomes 0 during battle, you may reload by using "guard". You may also increase the maximum number of bullets by upgrading ARMS (p.37).

ITEM

Access items to use during battle.

FORCE ABILITY

Use special powers by using selected Force Points (FP) (p. 32). For example, Gatling may be selected to use up all the current FP to attack with an enhanced Shot. Summon may be used to call on Guardians for a powerful magic attack. The effect is determined by the consumed FP.

ARCANA

Activate magic spells related to Invoked Mediums. Arcana requires a set amount of FP but your FP won't decrease.

BATTLE SYSTEM -ABOUT FORCE POINTS-

You need a specific number of FP to use "Forcibility" or "Arcana". The numbers and bars on the botom of the HP display show the FP for each character. FP increases as you attack an opponent or as an opponent attacks you (Displayed in blue). As the blue bar increases to 25% increments, the "FORCE LEVEL UP" display will appear and the right side of the red bar will flash. Acquired FP earned in battle does not carry over to the next battle. Default FP is dependent on the character's level.

UNIQUE FORCE ABILITY

VIRGINIA - MYSTIC

Use items to affect multiple targets.

JET - ACCELERATOR

Increase the reaction speed of the current battle command to act faster than other characters or enemies.

CLIVE - LOCK ON

Increases the hit rate of an ARM attack to 100%. It also doubles the attack power.

GALLOWS - EXTENSION

Cast Arcana spells to affect multiple targets. The ability can also be used to cast helpful spells to all the members of your team.

-Arcana Abilities of Each Medium-

Moor Gault
Guardian Beast of fire

Name	Effects	required FP
Cremate	Unleash a fire based attack	10
Devastate	Attack with an explosive energy	20
Fragile	Lowers the physical defense of a target	6
Revive	Help revive fallen ally during battle	8

Schturdark
Guardian Beast of Water

Name	Effects	required FP
Pressure	Choking water attack	10
Refrigerate	Ice attack that freezes opponents	10
Heal	Aid in recovering vital HP	12
Analyze	Analyze a target attack pattern	4

Grudiev
Guardian Beast of the Earth

Name	Effects	required FP
Petrify	Inflicts earth damage	10
Shield	Develop a barrier to soften physical attacks	8
Protect	Develop a barrier to soften magical attacks	8
Decelerate	Reduces a target's response abilities	8

Fengalon
Guardian Beast of the wind

Name	Effects	required FP
Vortex	Attack with tornado winds	10
Inspire	Lightning and thunder attacks	10
Turbulence	Enhance a character's evasion abilities	12
Quick	Increase a character's reflexes	8

CHARACTER CONDITIONS

The character's status may become abnormal when damaged by the opponent during battle. You may reduce the probability of status abnormalities by adding Personal Skills (p.21) or by recovering or preventing the use of items. All abnormalities may be recovered by resting at an inn. It is advised to recover earlier in the stage in order to maintain "CONDITION GREEN".

ABNORMALITIES THAT CONTINUE AFTER BATTLE

AMNESIA

- **Recovery item - Toy Hammer**
- **Prevention gear - Memo Pen**

You will not be able to gain experience points after battles.

POISON

- **Recovery item - Antidote**
- **Prevention gear - Moon Stone**

You will lose 20% of HP each during battle. HP will also decrease when you move in the field.

DISEASE

- **Recovery item - Medicine**
- **Prevention gear - Hazel Sprig**

You will not be able to recover HP other than by staying at an inn.
You will not be able to use recovery items, magical powers or gems by VIT.

MISERY

- **Recovery item - Peppy Acorn**
- **Prevention gear - Heart Leaf**

You will not be able to use any Force commands such as Arcana or Force Ability. Also, all of your FP increase rate will be locked to 1.

Abnormalities that are recovered at the end of battle

Sleep

- **Recovery item - Breath Mint**
- **Prevention gear - Alarm Clock**

You will fall asleep and will not be able to make any moves. You will awaken after receiving damage.

Confusion

- **Recovery item - Pinwheel**
- **Prevention gear - Clear Chime**

You will become inoperable and you may use Shoot, Arcana and Forcibility at randomly. You may even attack your allies.

Bronze statue

- **Recovery item - Magicleanser**
- **Prevention gear - Ankh**

A Countdown will begin. When it reaches 0, you will turn to a bronze statue. You will no longer receive damage but you will not be able to make any moves.

Paralysis

- **Recovery item - Pixie Dust**
- **Prevention gear - Blue Bracer**

Your body will stiffen and you will not be able to make any moves. You may be able to naturally recover after several turns.

Glass

- **Recovery item - Seed Powder**
- **Prevention gear - Soul Feather**

You will turn into glass and will not be able to move until the next turn. If you receive physical damage during this time, you will shatter and will not be able to continue battle.

Fallen

- **Recovery item - Revive Fruit**
- **Prevention gear - Holy Grail**

HP will become 0 and you will collapse. If the whole party becomes unable to battle, the game will be over.

THE USE OF FACILITIES

LODGING

Bars in the towns can provide a place to rest. You will be able to recover all abnormalities for your party's HP, Material Count, VIT gauge and Encounter Gauge. You may rest by talking to the owner of the bar and selecting Stay. You'll have to pay a small amount for use of the facilities.

ITEM SHOP

You will be able to buy and sell necessary items for your journey by talking to Roykman, the traveler merchant. To purchase items, Roykman's stock list will be displayed. To sell items, your on hand list will be displayed. Select and choose the number of items you wish to buy or sell.

ITEM BUY/SELL SCREEN

- This is the item list. To purchase items, the item and purchase price will be displayed. To sell items, the sellable items and selling price will be displayed. If you have insufficient funds to purchase an item, the item will be displayed in light words.
- Your current Gella and prices of items to buy or sell will be displayed.
- Indication of the number of items you will purchase or sell and the number of items you already hold.

ITEMS THAT YOU'LL SEE IN THE BEGINNING OF YOUR ADVENTURE

ITEMS	EFFECTS
Heal Berry	Recover 300 lost HP
Mini Carrot	Increase 1 level of FP gauge
Gimel Coin	Save or continue anywhere
Pinwheel	Treat abnormal conditions (confusion)
Antidote	Treat abnormal conditions (poison)

ARMSMITH MODIFICATION SHOP

You will be able to modify ARMs to increase performance. If you wish to return the modified ARM to its original specifications, you may select "initialize modification" and choose the character for which you would like to reset the ARM for.

How to modify

- Select a character's ARM. The current ARM capabilities will be displayed.
- Select from Attack Revision, Hit Revision, Bullet Revision, ARM Weight, Critical and Choose Modification. The amount necessary for modification will be displayed.

GARDENING

The only way to increase your inventory of recovery items is by Gardening. Gardening is possible at the Secret Garden. Talk to Florina in the garden. Use Sow to cultivate recovery items, Breeding to increase collection rate and Harvest to gather cultivated items.

How to Sow

- Items you can cultivate and the amount that you can carry are displayed by the Sow command.
- The items you are able to cultivate and the number that you hold will be displayed next to the Sow command. Seedling is required to begin cultivation. You will be able to begin cultivation by using an item that possesses Seedling. It is not necessary to use another Seedling for an item that has already used a Seedling.
- Choose the flowerbed and the item you wish to cultivate. There are 8 different flowerbeds available. The cultivation will begin when you choose the flowerbed and when the Seedling is planted.
  The Seedling will grow as the game progresses and after a certain amount of time you will be able to harvest the cultivated item.

Harvest rate

Harvest does not always succeed. Cultivation may fail and you may not be able to collect after a certain amount of time. You may increase the harvest rate by increasing the Breeding Improvement. The Harvest Rate will increase as you use up the same item being cultivated.

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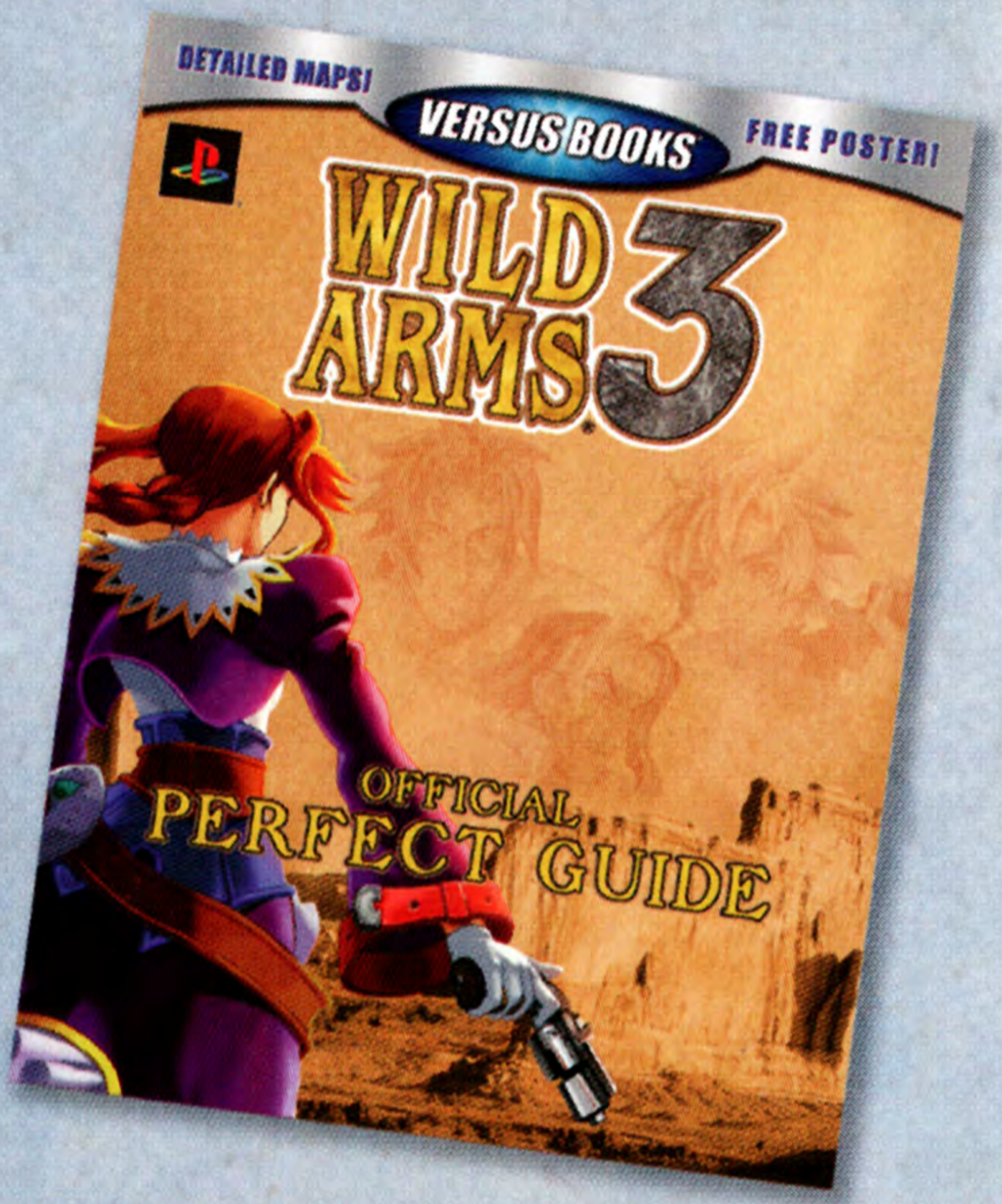

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